Rules elements with the superscript TG refer to the official guide to technology published for the Pathfinder Roleplaying Game, the rules from which can be found online on the Pathfinder Reference Document (www.paizo.com/prd). There are also some superscript references to another book published by Paizo: MA—Pathfinder Roleplaying Game: Mythic Adventures.

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BACK THIS PROJECT

KICKSTARTER
Hypercorps 2099 is fundamentally a cyberpunk superhero modification that creates characters that operate at a scope beyond the regular Pathfinder RPG or 5E Rules using the Hyper Score system. The key here is that it is a modification—something to complement existing mechanics and rules. A mage operator (all PCs in Hypercorps 2099 are assumed to be operators) is an enhanced sorcerer or wizard, his ally the superhero vigilante operator is an enhanced monk (maybe with investigator levels, or even vigilante levels), and their hypercharismatic rockstar companion is a hard operator (enhanced by her hyper score).

**Hyper Score**: How much of the character or creature’s potential as an altered being they’ve unlocked. A character’s hyper score is similar to a character’s hit dice (tied to their power, but not strictly to a class). Whenever a character increases their hyper score, they gain new hyper abilities (see Table 1-1: Hyper Score).

**Hyper Route**: The expression of the character or creature’s potential as an altered being. Hyper routes are similar to prestige classes and are independent of the character's level or hyper score. A character’s hyper route is what really sets them apart from standard adventurers.

**Grade**: The severity and power of a character’s hyper route (the source of hyper abilities not gained from hyper score). Rather than levels, a character’s hyper route increases by grade.

**CR**: A hyper character’s CR increases by 1 plus their hyper score. At hyper score 4 and 7, their CR increases by an additional 1. For example, a Jazz level 5 bard is CR 4 without a hyper score, CR 6 at hyper score 1, CR 10 at hyper score 4, and CR 14 at hyper rank 7.

**HYPER SCORE**

Hyper bonuses stack with all other bonuses, even other hyper bonuses! However, once a character gains a hyper bonus from a particular source (such as from a casting of *bull’s strength*), they can’t gain a benefit from another identical effect until the original effect has expired.

For example, a megaload with a hyper bonus to Strength from ranks in Hyper Strength can still benefit from a parallel’s *bull’s strength* (a hyper spell-like ability). They cannot then also benefit from a wizard’s *bull’s strength*, even though the second *bull’s strength* would grant an enhancement bonus—both effects are *bull’s strength* (they could, however, benefit from a belt of giant’s strength’s enhancement bonus to Strength).

When gained through a hyper route (and thus a hyper ability) *dispel magic* can be used to temporarily suppress one of a target’s hyper bonuses or hyper attributes for a number of rounds equal to the results of an opposed hyper check against the target (d20 + hyper score). Similarly, when gained through a hyper route any spell effect that can normally target regular attributes can instead target a creature’s hyper attributes (so a parallel’s *poison* can be used to affect a creature’s ranks of *Hyper Constitution* whereas regular *poison* can only target Constitution).

### Going Hyper

The moment a character first gains a hyper score is the moment they go hyper and it is always tied to a traumatic event that forces the transformation (an adrenal state that never completely turns off, mutations via magic or radiation, the infusion of alien DNA, infection of otherworldly energy, and so on). Generally speaking the player and GM should work together to determine this event and what it means to the character. Whether it be the death of a loved one, being present at the wrong moment of magical convergence, or simply the moment one’s DNA finally unlocked their true potential, it is a crucial moment of definition that should resonate throughout the campaign.

Every hyper character gains a number of abilities common to all hyper characters in addition to abilities granted by their hyper route(s). These abilities are gained based on the character’s hyper score (see Table 1-1 Hyper Score). As soon as a character increases their hyper score, they must choose all the abilities for that new score.

### Hyper Bonuses

All bonuses gained as a result of a character’s hyper score are hyper bonuses, a new modifier type in Hypercorps 2099. Additionally, all abilities gained through a character’s hyper score or their hyper route grant hyper bonuses instead of their normal bonuses. For example, a parallel who has gained the ability to cast *bull’s strength* grants their target a +4 hyper bonus to Strength instead of the spell’s normal enhancement bonus.
The instant a character or creature goes hyper they gain a number of benefits:

- Hyper characters add their hyper bonus (equal to 1/2 hyper score [minimum 1]) on all attack and damage rolls, saves, AC, CMB, and CMD;
- Hyper characters add their hyper score to their caster level to determine spell effects;
- Hyper characters add their hyper score to their class level or hit dice when determining the number of times per day they are able to use special abilities;
- Hyper characters recover an additional number of hit points equal to their hyper score when they rest to recover hit points; and
- Hyper characters add their hyper score to their class level(s) and BAB to determine which abilities and feats they qualify for. This does not grant characters these abilities early, but it allows them to select them at a lower level than normally possible.

For example, a 5th level alchemist with a hyper score of 3 could choose to select combine extracts as one of his discoveries, even though it normally requires him to be 8th level to select it.

**Ability Boost (Ex):** At hyper score 1 a character gains a +1 hyper bonus to two different ability scores of their choice. At hyper scores 3, 5, 7 and 9, hyper characters gain an additional +1 hyper bonus to any one ability score of their choice.

**Bonus Feat:** All hyper characters gain Alertness, Dodge, and either Improved Unarmed Strike or Improved Natural Weapon as bonus feats.

**Hyper Feat:** At hyper score 1 a character gains a hyper feat. At any time a character’s hyper score is increased they may take a single additional hyper feat so long as it is tied to a hyper flaw.

**Hero Points:** With the bent in the mechanics for more damage—be it through hyper powers, spells, or even just Hyper Strength—hero points (introduced in the *Pathfinder RPG: Advanced Player’s Guide*) are inherent to a game of *Hypercorps 2099*. As a result you’ll find several hyper abilities that make characters more durable, but there’s another aspect to this: how hero points are used and what they can do.

At hyper score 1, hyper characters gain 1 hero point. At hyper score 4, 7, and 10 they increase their maximum hero points by 1 (up to a maximum pool of 4 hero points).

Operators can recover their spent hero points in the normal fashion, by completing an operation (whether they get paid or walk away), or whenever they increase their hyper score.

A hero point in *Hypercorps 2099* can be used in the following ways:

- **Cheat Death** and **Inspiration** operate as they normally do, though cheat death only costs one hero point.
- **Hyper Success:** You may spend a hero point instead of making a single attack roll, combat maneuver check, saving throw, or skill check to automatically succeed that check, regardless of the difficulty of the task. Attack rolls made in this way are always considered critical threats, but reduce the weapon’s critical multiplier to x2 for this attack. This decision must be made before the dice are rolled.
- **Hyper Save:** You may spend a hero point as a free action on your turn to make another saving throw against a persistent effect (such as fear, paralysis, sickened, or nauseated).
- **Cinematic Crescendo:** Far and away the most powerful way to spend hero points in *Hypercorps 2099*, you may spend a hero point to take control of a scene for a brief moment. By giving a vivid, entertaining, and gripping explanation of what happens in the scene, a hyper PC may (instead of their normal actions for the round) take up to twice the normal number of actions they can normally perform in a single turn, while using one feat they do not have the requirements for and at the discretion of the GM and remainder of the group, any of the above uses for hero points as well. Cinematic crescendo can never be used by one PC against another PC, or against a Mr. or Mrs. Gray.

For example, Kahraze the murderball rookie (human monk 4 [hs 1, megarant 1]) is facing three different gangers rushing down an alleyway 10-ft. across, each of them 10 feet from him and each other. Chris, Kahraze’s player, spends a hero point and says, “Kahraze grins and yells, ‘I love pinball!’ and runs up against the wall, slamming into each of them with kicks and using his great jumping skills to carry from one to the next, landing with a flip behind the last of them.” The group and GM agree that’s not terribly out of the realm of possibility (Kahraze has Lunge and nearly all the feat prerequisites for Whirlwind Attack), and Chris rolls the damage for three attacks, one against each ganger, placing his character at the other end of the alleyway.

On a better day in another dimension, Chris instead says, “Kahraze reaches into his inner focus and in-depth study of hundreds of Shaw Brothers kung fu films, leaping onto the wall and running a few feet before spin-kicking the first ganger in the face, jumping from that guy’s shoulder and flipping into an axe-kick that slams the skull of the next ganger, then uses both feet to kick off the second target’s back while hooking his arms around the neck of his last assailant, pulling the guy back and down into the ground to snap his enemy’s neck.” Stunned, the GM drops his soda as the table claps wildly—he decides to grant Kahraze’s first two attacks free uses of stunning fists (with normal damage and still requiring Fortitude saves), a free combat maneuver check to bull rush the 2nd target backwards, and an automatic trip and critical hit on the third ganger. Kahraze will be prone at the end of the alleyway by the end of his action, but Chris figures it was worth it.

**Hyper Mortality:** At hyper score 1, hyper characters prove more difficult to kill. When a hyper character would be killed for any reason, they are instead at death’s door. While at death’s door, a hyper character can be healed normally and if the healing would bring them back to 0 hp or above, they are restored to life with no penalties. A hyper character can remain at death’s door a number of rounds per day equal to their hyper score or their Constitution modifier, whichever is higher. In addition, hyper characters add their hyper score to Constitution saving throws to avoid death.

**Hyper Attack:** When a character with a hyper score of 2 or more makes a full-attack action, they may make one additional attack at a -5 penalty.

Characters with natural attacks may choose to take these attacks with their natural weapon, however they cannot make more than one additional attack with each natural weapon in this way.

**Hyper Initiative:** A character with a hyper score of 3 or more gains a hyper bonus to initiative equal to its hyper score.

The Hyper Score system works from 1-10, but you’ll have to back our Kickstarter or pick up the final version of *Hypercorps 2099* to see the rest of the *Pathfinder* set of rules (including more Hyper Feats, attribute traits, the rest of the hyper routes, and so much more)!!!
The PCs walk into a bar—does anyone recognize their operator names? How likely is it they’ll find a gig here? After things go south and a fight breaks out in the alleyway outside, is there a dumpster they can grab some cover behind?

When playing in a *Hypercorps 2099* game there are many different factors normally at play and though GMs can meticulously prepare every eventuality if they so choose, the Hyper Score system is intended to heighten the drama of gameplay and make the game go more smoothly, not bog it down.

Characters (PCs and named NPCs) with a hyper score gain two new attributes: Luck and Reputation. A character’s Luck attribute is equal to 10 + double hyper score. A character’s Reputation attribute is equal to 10 + double hyper score + Charisma modifier.

Like most checks, Luck and Reputation checks are d20 + attribute modifier and their results vary, but are always at the GM’s discretion. PCs should be wary of relying too much on either of these resources—PCs can attempt Luck checks only a number of times per day equal to their hyper score; or Reputation checks a number of times per week equal to their hyper score. Further, each time either attribute is used this way, it is temporarily reduced by 1 and does not recover until the next day (or week, for Reputation).

<table>
<thead>
<tr>
<th>Luck or Reputation DC</th>
<th>Luck Example</th>
<th>Reputation Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Likely 10</td>
<td>While crossing the overpass with a bruise of a Neo Sheriff hot on your tail, you look both ways and about 1,000 feet away you spot a garbage truck with an open top cruising at a speed you think won’t leave you being a smear on the pavement.</td>
<td>You’re on neutral turf and you know it, but the clowns walking across the avenue in your direction don’t until they see your distinctive red belt. Instead of a gunshot you get a nod of respect and maybe someone who knows where the next party is at.</td>
</tr>
<tr>
<td>Unlikely 14</td>
<td>The hovercar you leapt behind must be Swiss-made, as only their alloys deflect laser fire enough to provide the cover you so desperately need. It won’t last long but if you can hit the emergency panel inside and float, it’s a great piece of mobile cover.</td>
<td>When the Neo Sheriffs came a calling you thought it was the end of things, but your elderly neighbor—apparently the aunt of one of the officers—puts in a good word on your behalf, knowing that you keep the worst elements of the city out of the apartment building.</td>
</tr>
<tr>
<td>Rare 18</td>
<td>In a stroke of brilliant fortune the trash can lid you picked up has the top of a cast-iron kettle in it as well, and the heavy iron deflects the hail of incoming ganger bullets easily.</td>
<td>One of the bouncers at the door to the club moves to block your way, but his three peers shake their heads no: they know exactly who you are and wouldn’t dare obstruct your night.</td>
</tr>
<tr>
<td>Unbelievable 22</td>
<td>Not only is the dumpster in good enough shape to soak a few rounds of lead, you find two grenades duct taped to the container’s patrid underside!</td>
<td>Knowing how valued your talents are and that just mentioning your name in the presence of her rivals can illicit a response, Mrs. Grey nods and agrees to increase your payment for this operation by 10%.</td>
</tr>
<tr>
<td>Ridiculous 26</td>
<td>Quickly sliding behind the bar before a fusilade of bullets wrecks the bottles behind you, you recover the dead bartender’s shotgun and see that he left the safe open!</td>
<td>The sec-ops guard cornering you doesn’t just know who you are, they are a super fan that has read everything they can about you and for an autograph they’ll let this trespass slide.</td>
</tr>
<tr>
<td>Impossible 30</td>
<td>As you plummet from thousands of feet above the earth and contemplate your imminent death, you spot a messenger proxy headed on a trajectory about to cross your own—you may live through this yet!</td>
<td>Though you’ve never operated in Neo York before and know almost no locals, everyone gives you a respective distance and bangs on your every word. Getting a gig here will be a piece of cake.</td>
</tr>
</tbody>
</table>
A Bit ABBerAnt (Hyper)
Your variety of alter sapiens is not inherently monstrous, but a strain of otherworldliness runs through your changed DNA.

**Benefit:** You gain one of the following universal monster abilities: amorphibious, compression, jet (requires a swim speed), keen scent (requires scent), low-light vision, natural weapon, rock catching (requires 1 rank of Hyper Strength), scent, sound mimicry, or stench.

Bodytech (Hyper)
You're more enhanced than a typical alter sapiens and are rocking some cybernetic limbs or other hardware integrated into your body.

**Benefit:** You gain one or more pieces of cybertech from the Equipment chapter or the Official Tech Guide worth up to hyper score x 4,000bt. Flawless installation of the bodytech is included when you take this hyper feat. Items provided by Bodytech do not automatically scale with hyper score, but improving or upgrading an item gained through this hyper feat can be done so at a discount to the total cost equal to hyper score x 2,000bt.

Electronic Telepath (Hyper)
You possess a natural connection to electronic devices, one you can express with little more than a whim.

**Benefit:** You are able to activate or stop electronic devices from a distance of 15 ft. x hyper score. You are only able to activate or deactivate devices that are not being actively controlled or handled by another character or creature.

Flawed Power (Hyper)
You possess an ability or power in addition to your status as alter sapiens, though it is not without drawbacks.

**Prerequisite:** Abbernaut, Meganaut, or Savant

**Benefit:** Gain one hyper route grade in Hypernaut or Parallel. In addition to any hyper flaws from the hyper route grade, you gain two additional hyper flaws, one tied to each of the hyper abilities granted by this hyper route grade.

**Special:** This hyper feat may be taken a second time, granting you a grade in the hyper route you do not yet have.

Gadgeteer (Hyper)
With a flurry of innovation and natural genius, you cobble together and repurpose some technology to impossible effect.

**Prerequisite:** Intelligence 15+

**Benefit:** Once per day you gain a single use of a hyper spell-like ability for any spell of a level equal to or less than your hyper score. Using the chosen hyper spell-like ability is always a full-round action or longer. At hyper score 3 and every 2 after, you gain one additional use of gadgeteer per day.

**Special:** The Gadgeteer hyper feat automatically has the fetish hyper flaw.

Hyper Charge (Hyper)
Moving with a purpose and force that surprises others, you are able to carry the full momentum of your movement into a strike.

**Prerequisites:** Spring Attack, Vital Strike

**Benefit:** You may use Vital Strike at the end of a charge or in conjunction with Spring Attack.

Hyper Class Ability (Hyper)
You are a paragon in your field of expertise.

**Benefit:** Choose one class ability from a class you have levels in. This ability now grants a hyper bonus instead of whatever type of bonus it previously granted.

**Special:** When taken a second time, this hyper feat can double a static bonus that does not require activation (such as a monk’s class bonus to AC or trap sense).

Hyper Coordination (Hyper)
You are preternaturally dextrous, able to move and attack with a fluidity that baffles your enemies.

**Prerequisite:** Shot on the Run or Spring Attack, Two-Weapon Fighting

**Benefit:** You may make two attacks so long as you are using two different weapons (using Two Weapon Fighting) as a standard action.
**Hyper Item (Hyper)**

An item of some kind—a weapon, shield, armor, magic item, or advanced device—is indelibly tied to you.

**Benefit:** You gain an item equal in value to your hyper score x 5,000bt. If destroyed, stolen, or lost, this item can be replaced after 10 - hyper score days (minimum 1) by spending 1/5 the item's value (or overcoming related challenges, at the GM's discretion). If your hyper score changes after taking this feat, you can upgrade the abilities of the item to be worth a total of 5,000bt x your hyper score by spending 1 hour of work upgrading them item. This upgrade does not cost any bt.

**Special:** This is designed for use with characters that have an item central to their concept—the immortal knight's magic sword, the mystical sharpshooter's enchanted rifle, the patriotic defender's sterling shield—and PCs looking for a cheap bonus should consider picking up cyberware or getting a successful operation or two completed instead. Those that take this hyper feat are encouraged to design their item with the GM, along with plans for how it might progress in power as they increase in hyper score. The basic areas Hyper Item should apply to are either attack, defense, or utility (anything more complicated should be created as a hyper power).

**Hyper Lucky (Hyper)**

Good fortune smiles on you often.

**Benefit:** Increase your Luck attribute by +4.

**Hyper Peripheral (Hyper)**

You've a touch of wonder in your DNA, granting you a small bit of additional power.

**Benefit:** Gain the use of a constant or at will spell-like ability of 0th level.

**Hyper Reputation (Hyper)**

Something about you sticks in the minds of others.

**Benefit:** Increase your Reputation attribute by +4.

**Hyper Spellcaster (Hyper)**

When you utilize magic it is particularly potent.

**Prerequisite:** Ability to cast 1st-level arcane or divine spells.

**Benefit:** You gain a +2 hyper bonus when attempting to penetrate spell resistance or resist dispel magic. A number of times per day equal to your hyper score, you may temporarily increase your caster level by +2 for one spell.

**Monster Graft (Hyper)**

Whether because of a freak accident, a strange tendril of DNA, or by intent, part of your body did not originate with the rest of it.

**Benefit:** You graft a limb from another creature onto your body. The source creature's HD cannot exceed your class level + double your hyper score. Extra limbs do not grant extra attacks, but may grant a racial bonus to attributes, monster abilities, or even entirely new abilities; at the GM's discretion.

**Special Strike (Hyper)**

There is a particular attack that you are extremely adept with.

**Prerequisite:** Savant.

**Benefit:** You gain a hyper bonus to attack and damage equal to ½ hyper score for one type of named attack (a kick, sword strike, arrow, etc.).

**Special:** This hyper feat may be taken multiple times, but each additional time it applies to a different named attack.

**Telepath (Hyper)**

When you became alter sapiens your mind expanded tenfold, allowing you to speak directly with others using nothing but your brain.

**Benefit:** You gain telepathy to a range of 20 ft. x hyper score.
Hyper flaws play a part in a character's powers, theme, or the tragic event that made them *alter sapiens* (or *alter <species>* for creatures). The frequency and instances of a hyper flaw in a game of *Hypercorps 2099* are ultimately at the GM's discretion, but should become a factor at least once during an operation.

Alternatively, a character or creature may take one of the following *mythic flaws* instead of a hyper flaw: Dependency (halves use of hyper power or hyper powers), Elemental Vulnerability, Furious Rage (rage lasts for 1d4 + hyper score rounds), Hubris, Material Weakness, Mercurial Mind.

*Disturbing*

Use of the power or hyper feat (and in the case of constant effects, the simple presence of the ability) makes the character or creature obviously different from the regular folk and beasts of the world. When active this hyper flaw imposes a penalty to Charisma-based checks made against non-hyper creatures and characters equal to ½ hyper score (minimum 1).

*Fetish*

Use of the power or hyper feat requires a specific object; without it, the power or hyper feat is inaccessible. No matter what it is, the fetish item must be applicable to the steal combat maneuver.

For example, a parallel with *fly* as a hyper spell-like ability may have a robot that unfolds to carry them aloft (with limited battery power); a hypernaut with access to the terror effect word of power might utilize it through an empowered alien eyeball that can only draw power from the aether so many times a day before losing its properties.

*Personal Problem*

The power or hyper feat has additional, subtler effects on the character or creature. Every time it is used they must make a hyper save (d20 + level + hyper score) or fall prey to their personal problem (either immediately or as soon as combat ends). At the GM's discretion, the character or creature may suffer additional effects and be asked to make hyper saves to resist their personal problem at other times.

Example personal problems: compulsion, cowardice, edict, obsession.

*Powered*

The power or hyper feat is tied to an electrical, magical, mundane, or otherwise non-hyper source of energy it needs in order to function. The specifics of this power source are at the discretion of the GM, but it generally has enough juice to provide use once every 24 hours for each point of hyper score the character or creature possesses.

*Tiring*

The ability or hyper feat tied to this flaw can be used a number of times per combat equal to the character or creature's highest attribute modifier. After that any use of the associated ability or hyper feat requires hyper saves (d20 + level + hyper score) against DC 20 to avoid taking an amount of damage equal to hyper score x 2.

*Unnatural*

Use of the power or hyper feat (and in the case of constant effects, the simple presence of the ability) makes the character or creature obviously different from the regular folk and beasts of the world. When active this hyper flaw causes all non-hyper creatures to treat the bearer of the flaw two steps more negatively than normal.
There are many ways to implement the “super” part of the Hyper Score system. The simplest are the meganaut, parallel, and savant, growing more complicated with the abbernaut (because of monster abilities), and becoming most complex (and esoteric) for hypernauts. The latter makes use of the Words of Power system from Pathfinder Roleplaying Game: Ultimate Magic to create truly unique effects or characters very different from those typically resulting from the other hyper route options.

Whenever a character gains a grade in a hyper route, they can choose to take the grade in any hyper route—characters are not restricted by the hyper routes they have already chosen.

<table>
<thead>
<tr>
<th>Hyper Route</th>
<th>Hyper Grade Bonuses</th>
<th>Hyper Flaws</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abbernaut</td>
<td>• Gain one monster special quality or ability (limited by grade; see below).&lt;br&gt;• Gain one rank in a Hyper Attribute.&lt;br&gt;• Gain one bonus hyper feat.&lt;br&gt;• Gain low-light vision and darkvision 60 feet.</td>
<td>one per grade; 1st flaw must be the disturbing or unnatural hyper flaw</td>
</tr>
<tr>
<td>Hypernaut</td>
<td>• Gain one effect word of power.&lt;br&gt;For this word of power you know all the target words and a number of meta words equal to ½ hyperscore (minimum 1; boost cannot be acquired this way).&lt;br&gt;• Gain the use of the boost word of power a number of times per combat equal to hyper score.&lt;br&gt;• Gain a +1 hyper bonus to an attribute.&lt;br&gt;• Gain a bonus feat (not a hyper feat).</td>
<td>each effect word of power has the tiring flaw</td>
</tr>
<tr>
<td>Meganaut</td>
<td>• Gain two ranks in Hyper Attributes.</td>
<td>one per two grades</td>
</tr>
<tr>
<td>Parallel</td>
<td>• Gain two spell-like abilities of 1st-level and one spell-like ability of 2nd-level usable a number of times per day equal to your highest attribute modifier.</td>
<td>one per two grades</td>
</tr>
<tr>
<td>Savant</td>
<td>• Gain two bonus feats or one bonus hyper feat.&lt;br&gt;• Gain +5 hyper skill ranks. A savant may have a number of hyper ranks in a skill equal to their hyper score.&lt;br&gt;• Gain +5 hit points.&lt;br&gt;• Gain +1 to an attribute.</td>
<td>none</td>
</tr>
</tbody>
</table>

Note that the caster level for words of power and spell-like abilities granted through hyper routes is equal to character level + hyper score. When a character or creature increases hyper score they may replace one spell-like ability or word of power gained from a hyper score with a different spell-like ability or word of power.

<table>
<thead>
<tr>
<th>Type of Hero/Villain</th>
<th>Pathfinder class(es)</th>
<th>Hyper Score Route(s)</th>
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<tr>
<td>Armored Icon</td>
<td>Martial or Netjacker*</td>
<td>Parallel, Savant*</td>
</tr>
<tr>
<td>Dark Avenger</td>
<td>Vigilante or Martial or Spellcasting Martial</td>
<td>Meganaut, Savant</td>
</tr>
<tr>
<td>Demigod</td>
<td>Varies widely depending on theme and focus</td>
<td>Hypernaut, Meganaut, Parallel</td>
</tr>
<tr>
<td>Human Paragon</td>
<td>Varies widely depending on theme and focus</td>
<td>Savant</td>
</tr>
<tr>
<td>Monstrous</td>
<td>Martial or Spellcasting Martial depending on theme and focus</td>
<td>Abbernaut</td>
</tr>
<tr>
<td>Primal Force</td>
<td>Martial (barbarian/hunter/ranger) or Spellcasting (druid/shaman)</td>
<td>Abbernaut, Hypernaut</td>
</tr>
<tr>
<td>Speedster</td>
<td>Veloces*</td>
<td>Hypernaut, Parallel</td>
</tr>
<tr>
<td>Super Soldier</td>
<td>Martial (barbarian/brawler/monk/fighter)</td>
<td>Meganaut, Savant</td>
</tr>
<tr>
<td>Totem</td>
<td>Martial (physical-based) or Spellcasting Martial (mental-based)</td>
<td>Hypernaut, Parallel</td>
</tr>
</tbody>
</table>

*Make use of hyper flaws to simulate devices with limited power supply.

*These are new classes that appear in Hypercorps 2099.

Note that these are only guidelines that should give you an idea of how to build a unique and accessible character using the Hyper Score system. With the use of Hyper Feats, hyper flaws, hyper attributes and attribute traits, there are countless different approaches you could take when making your operator!
PARALLEL & SAVANT

The easiest hyper route to implement is the parallel or the savant—they provide access to specific tools already present in the Pathfinder Roleplaying Game by granting hyper spell-like abilities or more feats and skill ranks.

Teradrial (paladin 4 [parallel 1]) is a fallen angel working toward redemption able to soar through the air, heal injuries, and call on holy power for battle a number of times per day with fly (accessible thanks to the Parallel Access hyper feat), cure light wounds, and divine favor.

Phase (gunslinger 2/rogue 2 [parallel 1]) is a mysterious operator able to infiltrate facilities (with gaseous form), turn invisible (with invisibility), and leap great distances (with jump).

Krimson Mask (investigator 2/monk 2 [savant 1]) is a feared vigilante that has uncovered countless hypercorp conspiracies with extraordinary insight and unfailing gumption.

ABBERNAUT & MEGANAUT

Many enhanced characters have flaws, but the most monstrous and obvious of these operators are abbernauts (though meganauts often display similar abnormalities in character or form). Abbernauts may treat unarmed strikes as hoof, tentacle, wing, sting, slam, or talon attacks (these are not additional attacks, but how they are represented in the game).

• For example: Cement (barbarian 6 [meganaut 2]) is a powerhouse that can soak up damage (Hyper Constitution) and perform feats of incredible strength (using Hyper Strength), but his skin looks like granite and his obvious status as alter sapiens makes it difficult for him to relate to others (the disturbing hyper flaw). Gigaflax (monk 3 [abbernaut 1]) is a slime-covered blob that ignores the most devastating blows (with amorphous), but his globular appearance is extremely unsettling to most people (the unnatural hyper flaw).

ABBERNAUT ABILITIES

Abilities in italics require the expenditure of a hyper feat to acquire

At hyper route grade 1: amorphous, blood rage, burn, compression, distraction, grab, heat, no breath, powerful charge, rock throwing (hyper str required), see in darkness, size increase (this may be taken a second time at hyper score 4 and a third time at hyper score 7), strangle, unnatural aura, web.

More to Come! These are only the initial abilities of abbernauts—the higher their hyper score, the more monstrous powers they have at their disposal! You can read all about it in the final copy of Hypercorps 2099.

Hypernauts

Of all the hyper routes, hypernauts are far and away the most exotic and best reserved for esoteric and weird concepts that cannot fit into another hyper route. Their most noteworthy feature is liberal access to a word of power, allowing characters or creatures to attain mastery over an element, supernatural effect, or other suite of abilities that don’t fit into the existing Pathfinder Roleplaying Game rule set.

• Gravitas (rogue 4 [hypernaut 2]) is a smarmy burglar operator that uses the paralyze humanoid word of power (meta words: careful, quiet) to immobilize enemies and the dimensional hop word of power (meta words: careful, quiet) to escape before opponents can break his control and respond.

• The hypernaut gains the use of words of power from Pathfinder Roleplaying Game: Ultimate Magic (Effect Words, Meta Words, Target Words) but they operate slightly differently than normal.

COMBINED EFFECT WORDS: A hypernaut using a word of power does not increase its level by using multiple words. The only restriction placed on combined words of power are that no more than 1/2 hyperscore effect words can be used simultaneously.

For example, two combined 3rd-level effect words qualify as a single 3rd-level word of power when their use is combined, but only a character or creature with a hyper score of 2 or higher is capable of doing so. When used this way both the combined effect words of power become inaccessible for a number of rounds equal to 1/2 the user’s hyperscore.

“Morphic Concepts”: When making characters using the Hyper Score system, GMs should be extremely lenient with how strictly the manifestation of a hyper power adheres to the descriptions for a given spell or monster ability. In some cases they may even consider changing the actual effects of a mechanic to more easily match the desired power (scorching ray or burning hands can easily become cold damage dealing freezing ray or chilling hands for a character with ice-focused powers, for instance). So long as the ability remains within the bounds of the existing rule set (forceful hands is a bit more of a stretch, for example, and would be too advantageous to swap so simply) creativity should take priority over rigid adherence to the letter of the rules.
Hyper attributes represent how hyper characters excel in different areas at a fundamental level. Whenever a character gains a rank in a hyper attribute, they gain a +3 hyper bonus to the associated ability score as well as an attribute trait for the same attribute. A character cannot have more ranks in a hyper attribute than their ability score modifier (so an enhanced fighter with a Strength of 16 cannot have more than 3 ranks of Hyper Strength).

Unless stated otherwise, an attribute trait cannot be selected multiple times. If an action is required but not stated, activating an attribute trait ability is a swift action.

**Hyper Strength**
- **Strong as Strong**
  You may reroll a failed Strength-based check twice and take the better result. You may use this ability once per day for each rank of Hyper Strength
- **Strong Hurl**
  You can hurl objects of a weight equal to your light load with a range of 30 ft. per rank of Hyper Strength as a standard action. On a successful hit with a ranged touch attack the object deals 1d8 bludgeoning damage per 100 pounds + 1½ Str modifier. At 400 pounds and every 400 pounds thereafter, the wielder’s Strength modifier bonus to damage is doubled.
- **Strong Leap**
  For each rank in Hyper Strength you possess, add +5 ft. to the vertical distances of any jumps you make and +10 to the horizontal distances of any jumps you make.

**Hyper Dexterity**
- **Dextrous Footwork**
  Increase your base movement speed (or another speed you possess) by +15 ft. for each rank of Hyper Dexterity.
- **Dextrous Throw**
  You double the range of ranged weapons for each rank of Hyper Dexterity (this does not apply to thrown weapons).
- **Dextrous Warrior**
  You gain a +1 hyper bonus to ranged attack and ranged damage rolls for each rank of Hyper Dexterity.

**Hyper Constitution**
When reduced to 0 hit points, a creature or character with Hyper Constitution is not staggered and may act normally. When an attack that reduces them below 0 hit points it immediately triggers a number of temporary hit points equal to hyper score (if this would allow the creature or character to remain conscious, they do so). These temporary hit points are only available once per day.

**Hyper Wisdom**
- **Hyper Insight**
  You gain a +1 hyper bonus to AC per rank of Hyper Wisdom.
- **Hyper Patience**
  You grant yourself or an ally a reroll on a Wisdom-based skill check; roll twice and take the better result. This ability may be used once per day for each rank of Hyper Wisdom.
- **Tactical Genius**
  Once per day you can enact a surprise round for yourself and a number of allies equal to your ranks in Hyper Wisdom rank. This surprise round occurs on your initiative and only the creatures you designate are able to participate in it.

**Hyper Charisma**
- **Hyper Following**
  You gain followers as if you had the Leadership feat (this does not grant you a cohort). You may take this attribute trait multiple times, gaining more followers each time.
- **Hyper Likeable**
  Non-aggressive creatures automatically treat you as one step friendlier for each rank of Hyper Charisma.
- **Hyper Merit**
  Automatically succeed on one Charisma-based check a number of times per day equal to your ranks in Hyper Charisma.
MAGIC BEATS BULLETS

All magical effects that increase a creature's armor class are effective against firearms. This includes the enhancement bonus from enchanted armor, mage armor, barkskin, shield, and any other spell that grants any type of AC bonus.

Spells and effects that grant AC bonuses specifically against firearms increase that bonus by 50%.

NEW, OLD, AND DIFFERENT

Among the many differences in Hypercorps 2099 are skills. To increase the fluidity of gameplay and put the action at the forefront of the game, some skills are packaged together, some are nebulous, and some are new.

REMOVED SKILLS

Climb, Perception, and Swim are no longer skills.

ATHLETICS (STR)

Climb and Swim fall under the purvey of Athletics (though racial speeds still grant the relevant bonuses to skill checks made to climb or swim). Athletics may also be substituted for Acrobatics when making jump checks, and other tasks (such as weightlifting or long-distance running) at the GM's discretion. Any feats or abilities that grant a bonus to Climb or Swim (though not those from racial speeds) grant their bonus to Athletics.

AWARENESS (WIS)

Most of the uses for Perception are relegated to this skill: opposing Disguise, Stealth, and Sleight of Hand checks, as well as determining vision at range. Any feats or abilities that grant a bonus to Perception grant their bonus to Awareness as well as Search.

KNOWLEDGE (TECHNOLOGY) (INT)

This skill covers the breadth of technology in the modern (and post-modern) era. Who invented the computer or was the forefront of the Mason Hypernet Search Algorithm? With the serial numbers filed off, can you tell who produced the quantumboard you took from that other operator's safehouse? From a distance can you identify that robot's make and model? These are all questions covered by the Knowledge (technology) skill.

CLASS

Knowledge (technology) is a class skill for all core and base classes except for barbarian, bloodrager, brawler, druid, and shaman.
Table 1-4: Knowledge (Technology) Checks

<table>
<thead>
<tr>
<th>Task</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Identify the date of creation or inventor of a piece of common technology.</td>
<td>10</td>
</tr>
<tr>
<td>Identify what type of industry a tech company specializes in.</td>
<td>15</td>
</tr>
<tr>
<td>Know rumors and secrets regarding the technology of the recent past.</td>
<td>20</td>
</tr>
<tr>
<td>Know a dangerous new piece of technological information or a deadly obscure secret from the past.</td>
<td>25</td>
</tr>
<tr>
<td>Identify the traits and qualities of a non-magical construct or digital creature.</td>
<td>10 + monster's CR</td>
</tr>
</tbody>
</table>

Search (Int)

Search is used for finding objects, locating secret things (like hidden doors), and vision within a creature's personal space (generally the width of their arms). You generally must be within 10 feet of the object or surface to be searched, and it takes a full-round action to search a 5-ft. by 5-ft. area or a volume of goods 5 ft. on a side. The table below gives DCs for typical tasks involving the Search skill. Any feats or abilities that grant a bonus to Perception grant their bonus to Awareness as well as Search.

Table 1-5: Search Checks

<table>
<thead>
<tr>
<th>Task</th>
<th>Search DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ransack a chest full of junk to find a certain item</td>
<td>10</td>
</tr>
<tr>
<td>Notice a typical secret door or a simple trap</td>
<td>20</td>
</tr>
<tr>
<td>Find a difficult nonmagical trap (rogue only)</td>
<td>21 or higher</td>
</tr>
<tr>
<td>Find a magic trap</td>
<td>25 + level of spell used to create trap</td>
</tr>
<tr>
<td>Notice a well-hidden secret door</td>
<td>30</td>
</tr>
</tbody>
</table>

Class Search is a class skill for alchemists, bards, hunters, inquisitors, investigators, ninja, rangers, rogues, and witches.

Use Technology (Int)

You can use this skill to browse the Hypernet, hack into another computer, protect your own files, and anything else that falls under “hit the keys to make things happen” that doesn’t qualify as music.

Check Most novice tasks are DC 5, becoming gradually more difficult and often opposed by programs or other computer users. Any attempt to hack an actively used device or program is an opposed check between its owner and the invading hacker (or the target’s hit dice + 15 in the case of robots). For inactive targets the DC is 10 + the owner’s Use Technology check (novice hackers have a +4 bonus, adept hackers have a +8 bonus, veteran hackers have a +12 bonus, and master hackers have a +16 bonus).

Action Varies. Checking Neowiki or making a fast search is a swift action, but anything more complicated takes longer (at the GM’s discretion but usually a standard action).

Try Again Security systems and diagnostics may lock a user out after a failed check, depending on the situation.

Class Use Technology is a class skill for all core and base classes except for barbarian, bloodrager, brawler, druid, and shaman.

Table 1-6: Use Technology Checks

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Type of Action</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>DC 5</td>
<td>Swift</td>
<td>Locate a known, unhidden user on the Hypernet.</td>
</tr>
<tr>
<td>DC 10</td>
<td>Swift</td>
<td>Access Neowiki to find a piece of public information.</td>
</tr>
<tr>
<td>DC 15</td>
<td>Standard</td>
<td>Find an obscure piece of information on the Hypernet.</td>
</tr>
<tr>
<td>DC 20</td>
<td>Full-Round</td>
<td>Find an extremely obscure piece of information or a piece of innocuous, lightly protected private information.</td>
</tr>
<tr>
<td>DC 25</td>
<td>Full-Round</td>
<td>Find a nonthreatening secretive piece of knowledge protected from the public at large.</td>
</tr>
<tr>
<td>DC 30</td>
<td>2 Full-Round</td>
<td>Find a secretive piece of knowledge protected from the public at large or a piece of protected private information. This information is often actively protected by another netjacker (in which case the DC changes) but some hypercorporations operate servers with entirely automated security.</td>
</tr>
</tbody>
</table>

Vehicular Control (Dex)

This is another umbrella skill like Athletics; Vehicular Control replaces any skill used to drive a vehicle.

Class Vehicular Control is a class skill for all core and base classes except for barbarian, bloodrager, brawler, druid, and shaman.
# Modern Firearms

As a technological cyberpunk world, firearms are considered to be simple weapons in Hypercorps 2099. In addition to the firearms listed below, any weapon, armor, or piece of technology from the Official Tech Guide is available (treat gp as bt).

TABLE 1-7: Hypercorps 2099 Firearms

<table>
<thead>
<tr>
<th>Firearm</th>
<th>Cost</th>
<th>Dmg (S)</th>
<th>Dmg (M)</th>
<th>Critical</th>
<th>Range</th>
<th>Misfire</th>
<th>Capacity</th>
<th>Weight</th>
<th>Type</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>One-Handed Firearms</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Old Revolver</td>
<td>200bt</td>
<td>1d6</td>
<td>1d8</td>
<td>×4</td>
<td>20 ft.</td>
<td>1</td>
<td>6</td>
<td>4 lbs.</td>
<td>B and P</td>
<td>—</td>
</tr>
<tr>
<td>DRAPA Combat Pistol†</td>
<td>2,000bt</td>
<td>1d8</td>
<td>2d6</td>
<td>×4</td>
<td>100 ft.</td>
<td>1</td>
<td>12</td>
<td>8 lbs.</td>
<td>B and P</td>
<td>automatic</td>
</tr>
<tr>
<td><strong>Two-Handed Firearms</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Flamethrower</td>
<td>1,200bt</td>
<td>4d6</td>
<td>4d8</td>
<td>—</td>
<td>60 ft.</td>
<td>1</td>
<td>8</td>
<td>40 lbs. (10 lb. tanks)</td>
<td>fire line (as scatter)</td>
<td></td>
</tr>
<tr>
<td>Perreta SMG‡</td>
<td>5,000bt</td>
<td>2d6</td>
<td>2d8</td>
<td>×4</td>
<td>80 ft.</td>
<td>1</td>
<td>200</td>
<td>15 lbs.</td>
<td>B and P</td>
<td>automatic</td>
</tr>
<tr>
<td>Rifle</td>
<td>300bt</td>
<td>1d8</td>
<td>1d10</td>
<td>×4</td>
<td>80 ft.</td>
<td>1</td>
<td>1</td>
<td>12 lbs.</td>
<td>B and P</td>
<td>—</td>
</tr>
<tr>
<td>Shotgun</td>
<td>400bt</td>
<td>1d6</td>
<td>1d8</td>
<td>×2</td>
<td>20 ft.</td>
<td>1–2</td>
<td>1</td>
<td>12 lbs.</td>
<td>B and P</td>
<td>—</td>
</tr>
<tr>
<td>Shotgun, double-barreled</td>
<td>800bt</td>
<td>1d6</td>
<td>1d8</td>
<td>×2</td>
<td>20 ft.</td>
<td>1–2</td>
<td>2</td>
<td>15 lbs.</td>
<td>B and P</td>
<td>scatter</td>
</tr>
</tbody>
</table>

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.  
2 A weapon with two types is both types if the entry specifies “and.”  
† These weapons have electronic elements in their construction and can be used in conjunction with a hyperjack.

**Automatic:** This weapon can act as a semi-automatic weapon (see below), or it can fire a burst of shots with a single pull of the trigger to attack all creatures in a line. This line starts from any corner of the wielder’s space and extends to the limit of the weapon’s range or until it strikes a barrier it cannot penetrate. When using an automatic weapon to attack all creatures in a line, the wielder makes a separate attack roll against each creature in the line. Each creature in the line can be attacked with only one shot from each burst. Each attack roll takes a -2 penalty, and its damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not affect an automatic weapon’s line attack. Roll to confirm each attack roll that threatens a critical hit separately. A single burst with an automatic weapon consumes 10 charges. When taking a full-attack action with an automatic weapon, the wielder can fire as many bursts in a round as he has attacks, provided he has enough charges to make all of the attacks.

**Semi-Automatic:** A semi-automatic weapon normally fires one shot as an attack. However, the user can take a full-attack action to fire twice, as if using the Rapid Shot feat (including taking a -2 penalty on all attacks). If the wielder has the Rapid Shot feat, she can use the additional shot from that as well, but the penalty for all shots fired in that round increases to -6.
**Armored Van**

**10,000bt**

Enormous Land vehicle

**Squares** 8 (10 ft. by 25 ft.; 15 feet high)

**DEFENSE**

AC 5 + Vehicular Control skill bonus; **Hardness** 10

hp 400 (200)

Base Save +3

**Special** Inside the armored van, the crew has cover, granting a +4 bonus to AC and a +2 bonus on Reflex saves.

**OFFENSE**

Maximum Speed 150 ft.; **Acceleration** 30 ft.

Weapons varies (Bill’s are waiting to be re-installed)

Attack ram 6d8

CMB +8; CMD 18

**STATISTICS**

Propulsion alchemical (2 squares of diesel engines under the van’s hood; hardness 8; hp 60)

Driving Check Pilot DC 5

Forward Facing from the driver’s seat (bulletproof glass, hardness 8, hp 20)

Driving Device steering wheel and hyperjack (+5 competence bonus to driving checks)

Driving Space a single 5-foot-by-5-foot square on the left side of the vehicle behind its hood

Crew 1

Decks 1

Passengers 7

---

**Digiboard**

**Price 500bt; Weight 4 lbs.**

Using a digiboard for making a Use Technology check grants a +1 hyper bonus to the skill check. Creatures with a hyperjack can use a digiboard to immerse themselves in the Hypernet.

**Hyperjack**

**Price 800bt (includes installation); Weight —**

Operators truly adept with computers have these cybernetic implants located somewhere along their spine, generally on the back of the neck but always somewhere relatively near the brain or main conduits of the central nervous system. Using a hyperjack grants a +2 hyper bonus to Use Technology checks and any check where the creature is using their hyperjack (this does not include attack rolls without a weapon that has a hyperlink).

**Molecular Whip**

**Price 1,000bt; Weight 1 lb.**

A molecular whip operates as a whip, with the following changes: a molecular whip deals 1d10 lethal damage (Medium-sized) and has a critical range of 18-20/x3 (it cannot deal nonlethal damage). If the wielder is proficient with a molecular whip (requiring the Exotic Weapon Proficiency feat) the first attack they make in a turn against a target is made against the target’s touch AC (subsequent attacks against the same target that turn use the target’s normal AC). On an attack roll of a natural 1, a wielder of a molecular whip may accidentally hit themselves, making a second attack roll that targets the wielder’s AC. Upon successfully hitting themselves, there is a 25% chance the wielder cuts off a finger, ear, or other part of their body (at the GM’s discretion, though this should rarely involve losing an entire limb). A molecular whip wielder cannot critically hit themselves, and instead add +15% to the chance that they suffer dismemberment should they confirm a self-inflicted critical threat.

Furthermore, when a molecular whip deals massive damage (in excess of 50 hit points or more) it gains the *vorpal* weapon property as an extraordinary effect.

**Smartlite**

**Price 250bt; Weight —**

The go-to personal computing and communication device in Hypercorps 2099 is the smartlite, a circlet typically worn over a user’s wrist and used to project a field of light they interact with like a desktop or phone. A smartlink can be used to browse the Hypernet (though not enter into it), call another smartlite, play games, or do anything else a computer desktop computer in the modern era is capable of doing. Masterwork smartlites may be used as a VR rig (allowing limited immersion into the Hypernet; see the Hypernet PDF).
With lasers precise to the molecule, industrial techniques, and sciences, there are ways to manufacture perfectly mundane items of such an extraordinary quality that they rival even the most powerfully enchanted armor, gear, and weapons.

An item must be of masterwork quality before it can benefit from advanced craftsmanship.

Items of advanced craftsmanship quality grant a hyper bonus equivalent to an enhancement bonus for armor and weapons at +50% cost (so an [advanced +1] katana costs +3,000bt and an [advanced +2] chain shirt costs +6,000bt).

At the GM's discretion, certain magical armor or weapon qualities (as well as hyper feats) may be added to advanced craftsmanship items in the same way as regular enchantments.

Some masterwork weapons, armor, and items can be made retractable with advanced craftsmanship (made two sizes smaller for ease of carrying and concealment, increasing to its full size with a swift action) for +500bt (weapons) or 1,500bt (armor). A weapon with an [advanced +1] or greater bonus counts as magical for purposes of overcoming damage reduction.

Wondrous items can be made advanced (at GM's discretion) at regular cost x2.

**Armor and Damage Reduction**

Any advanced craftsmanship armor may divide points of its armor to AC into damage reduction at a rate of 2 for 1 at the cost of 200bt per point of damage reduction gained. Armor modified this way cannot have a total armor bonus less than the damage reduction gained.

Advanced craftsmanship armor made to provide damage reduction does not require a hyper bonus to AC.

For example, a heavy suit of kevlar might be a set of advanced masterwork full plate that grants a +3 armor bonus and DR 3/— (for 2,250bt), a +5 armor bonus and DR 2/— (for 2,050bt), or a +7 armor bonus and DR 1/— (for 1,850bt). A cheap bulletproof vest might be a suit of advanced masterwork chainmail that grants an armor bonus of +2 and DR 2/— (for 700bt) or an armor bonus of +4 and DR 1/— (for 500bt); a top-of-the-line bulletproof vest would be an advanced [in-vulnerability] breastplate costing 14,250bt (providing a +2 armor bonus and DR 7, part of which is DR 5/hyper).

**Table 1-8: Advanced Armors**

<table>
<thead>
<tr>
<th>Hypercorps Armor</th>
<th>Normal/Armor</th>
<th>Cost</th>
<th>Armor Bonus</th>
<th>DR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy Kevlar Suit</td>
<td>Full plate</td>
<td>2,250bt</td>
<td>+3</td>
<td>3/—</td>
</tr>
<tr>
<td>Medium Kevlar Suit</td>
<td>Full plate</td>
<td>2,050bt</td>
<td>+5</td>
<td>2/—</td>
</tr>
<tr>
<td>Light Kevlar Suit</td>
<td>Full plate</td>
<td>1,850bt</td>
<td>+7</td>
<td>1/—</td>
</tr>
<tr>
<td>Premium Bulletproof Vest</td>
<td>advanced [in-vulnerability] breastplate</td>
<td>14,250bt</td>
<td>+2</td>
<td>7/—</td>
</tr>
<tr>
<td>Light Bulletproof Vest</td>
<td>Chainmail</td>
<td>700bt</td>
<td>+2</td>
<td>2/—</td>
</tr>
<tr>
<td>Cheap Bulletproof Vest</td>
<td>Chainmail</td>
<td>500bt</td>
<td>+4</td>
<td>1/—</td>
</tr>
</tbody>
</table>
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